

CLAIM AMENDMENT

Please amend the claims in accordance with the following listing.

Listing of Claims

Claim 1 (Canceled).

2. (Currently Amended): A method of identifying game players and game moves, comprising:
 in a first communication terminal having a first and a second memory location, storing a
telephone number of said first communication terminal in said first memory location;
 in a second communication terminal having a third memory location and a fourth memory
location, storing a telephone number of said second communication terminal in said third memory
location;
 dialing at said first communication terminal, a telephone number of said second
communication terminal;
 storing said dialed telephone number in said second memory location;
 establishing a communications link between said first and second terminals;
 determining, at said second communication terminal, the telephone number of said first
communication terminal;
 storing said telephone number of said first communication terminal in said fourth memory
location;
 displaying at each of said terminals, said telephone number of said first terminal retrieved
from said first and fourth memory locations;

displaying at each of said terminals, said dialed telephone number retrieved from said second and third memory locations while said telephone number of said first terminal is being displayed;

~~The method of claim 1, further comprising:~~

activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

indicating at each of said terminals, which player is currently authorized to send a game move instruction;

receiving said instruction from said authorized player; and

displaying at each of said terminals, a game move and identifier associated with said received instruction.

3. (Original): The method of claim 2, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial said dialed telephone number.

4. (Previously Presented): The method of claim 2, wherein the step of receiving said instruction from said authorized player comprises receiving from said authorized player at least one dual tone multi-frequency (DTMF) signal.

5. (Previously Presented): The method of claim 2, wherein the step of indicating at each of said terminals comprises sequentially activating and deactivating one of said first and second indicators at each of said terminals.

6. (Previously Presented): The method of claim 2, wherein the steps of activating the first and second indicators comprises activating color coded light emitting diodes (LEDs).

Claims 7-10 (Canceled).

11. (Currently Amended): A method of identifying game players and game moves, comprising:
in a first communication terminal having a first and a second memory location, storing a
telephone number of said first communication terminal in said first memory location;
in a second communication terminal having a third memory location and a fourth memory
location, storing a telephone number of said second communication terminal in said third memory
location;
receiving at said second communication terminal, a telephone number of said first
communication terminal;
storing said received telephone number in said fourth memory location;
establishing a communications link between said first and second terminals;
storing a telephone number of said second communication terminal in said second memory
location;
activating at each of said terminals, a game mode to play a game between a first player
associated with said first terminal and a second player associated with said second terminal;

displaying at each of said terminals, said received telephone number;

displaying at each of said terminals, said telephone number of said second terminal while
said received telephone number is being displayed;

~~The method of claim 10, further comprising:~~

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

indicating at each of said terminals, which player is currently authorized to send a game
move instruction;

receiving said instruction from said authorized player; and

displaying at each of said terminals, a game move and identifier associated with said received
instruction.

12. (Original): The method of claim 11, wherein said game move and identifier are displayed on one
or more keys of a keypad used to dial telephone numbers.

13. (Previously Presented): The method of claim 11, wherein the step of receiving said instruction
from said authorized player comprises receiving from said authorized player at least one dual tone
multi-frequency (DTMF) signal.

14. (Previously Presented): The method of claim 11, wherein the step of indicating at each of said
terminals comprises sequentially activating and deactivating one of said first and second indicators
at each of said terminals.

15. (Previously Presented): The method of claim 11, wherein the steps of activating the first and second indicators comprises activating color coded light emitting diodes (LEDs).

Claims 16-19 (Canceled).

20. (Currently Amended): Apparatus for identifying game players and game moves, comprising:
a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;
a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;
means for dialing, at the first communication terminal, a telephone number of the second communication terminal;
means for storing said dialed telephone number in said second memory location;
means for establishing a communications link between said first and second terminals;
means for storing said telephone number of said first communication terminal in said fourth memory location;
means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;
means for displaying at each of said terminals, said telephone number of said first terminal;
means for displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed;

The apparatus of claim 19, further comprising:

means for defining a plurality of identifiers used to differentiate between said first and second players;

means for activating a first indicator representing said first player;

means for activating a second indicator representing said second player;

means for indicating at each of said terminals, which player is currently authorized to send a game move instruction;

means for receiving said instruction from said authorized player; and

means for displaying at each of said terminals, a game move and identifier associated with said received instruction.

21. (Original): The apparatus of claim 20, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial said dialed telephone number.

22. (Original): The apparatus of claim 20, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.

23. (Original): The apparatus of claim 20, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.

24. (Original): The apparatus of claim 20, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).

Claims 25-28 (Canceled).

29. (Currently Amended): Apparatus for identifying game players and game moves,

comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for receiving, at the second communication terminal, a telephone number of said first communication terminal;

means for storing said received telephone number in said fourth memory location;

means for establishing a communications link between said first and second terminals;

means for storing a telephone number of said second communication terminal in said second memory location;

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, said received telephone number;

means for displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed;

~~The apparatus of claim 28, further comprising:~~

~~means for defining a plurality of identifiers used to differentiate between said first and second players;~~

~~means for activating a first indicator representing said first player;~~

~~means for activating a second indicator representing said second player;~~

means for indicating at each of said terminals, which player is currently authorized to send a game move instruction;

means for receiving said instruction from said authorized player; and

means for displaying at each of said terminals, a game move and identifier associated with said received instruction.

30. (Original): The apparatus of claim 29, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial telephone numbers.

31. (Original): The apparatus of claim 29, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.

32. (Original): The apparatus of claim 29, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.

33. (Original): The apparatus of claim 29, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).

Claims 34-60 (Canceled).

61. (Currently Amended): A method of identifying game players and game moves, comprising:

in a first communication terminal having a first memory location and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

storing the telephone number of said second communication terminal in said second memory location;

at said first communication terminal, dialing the telephone number of said second communication terminal to place a first telephone call to said second communication terminal;

receiving the first telephone call at said second communication terminal and establishing a communications link between said first and second terminals;

receiving caller ID signals associated with the first telephone call at said second communication terminal;

obtaining the telephone number of said first communication terminal from the caller ID signals received at said second communication terminal;

storing the telephone number of said first communication terminal obtained from the caller ID signals in said fourth memory location;

at said first communication terminal, retrieving said telephone number of said first communication terminal from said first memory location and displaying the telephone number of said first communication terminal retrieved from said first memory location;

at said first communication terminal, retrieving said telephone number of said second communication terminal from said second memory location and displaying the telephone number of said second communication terminal retrieved from said second memory location;

at said second communication terminal, retrieving said telephone number of said second communication terminal from said third memory location and displaying the telephone number of said second communication terminal retrieved from said third memory location;

at said second communication terminal, retrieving said telephone number of said first communication terminal from said fourth memory location and displaying the telephone number of said first communication terminal retrieved from said fourth memory location, wherein said telephone numbers of said first and second communication terminals are displayed concurrently at said first and second communication terminals at least for a first period of time;

~~The method of claim 60, further comprising:~~

activating, at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

determining, based on which player placed the first telephone call, whether the first player or the second player is authorized to send a first game move instruction;

indicating at each of said terminals, which player is currently authorized to send a game move instruction;

receiving said instruction from the authorized player; and

displaying at each of said terminals, a game move and identifier associated with the received instruction.

62. (Previously Presented): The method of claim 61, further comprising enabling at least one of the first and second players to change which player is authorized to send the first game move instruction.

63. (Previously Presented): A method of identifying game players and game moves, comprising:

- in a first communication terminal having a first memory location and a second memory location, storing a telephone number of said first communication terminal in said first memory location;
- in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;
- storing the telephone number of said second communication terminal in said second memory location;
- at said first communication terminal, dialing the telephone number of said second communication terminal to place a first telephone call to said second communication terminal;
- receiving the first telephone call at said second communication terminal and establishing a communications link between said first and second terminals;
- storing the telephone number of said first communication terminal in said fourth memory location;

at said first communication terminal, retrieving said telephone number of said first communication terminal from said first memory location and displaying the telephone number of said first communication terminal retrieved from said first memory location;

at said first communication terminal, retrieving said telephone number of said second communication terminal from said second memory location and displaying the telephone number of said second communication terminal retrieved from said second memory location;

at said second communication terminal, retrieving said telephone number of said second communication terminal from said third memory location and displaying the telephone number of said second communication terminal retrieved from said third memory location;

at said second communication terminal, retrieving said telephone number of said first communication terminal from said fourth memory location and displaying the telephone number of said first communication terminal retrieved from said fourth memory location; and

determining, based on which player placed the first telephone call, whether the first player or the second player is authorized to send a first game move instruction;

wherein said telephone numbers of said first and second communication terminals are displayed concurrently at said first and second communication terminals at least for a first period of time.

64. (Previously Presented): The method of claim 63, further comprising enabling at least one of the first and second players to change which player is authorized to send the first game move instruction.

Claim 65 (Canceled).

66. (Currently Amended): Apparatus for identifying game players and game moves, comprising:

a first communication terminal comprising a first memory location, a second memory location, a dialer circuit, and a display, the first memory location being capable of storing a telephone number of the first communication terminal;

a second communication terminal having a third memory location, a fourth memory location, a display, and a caller ID circuit, the third memory location being capable of storing a telephone number of the second communication terminal, and the fourth memory location being capable of storing the telephone number of the first communication terminal received from the caller ID circuit;

wherein:

the dialer is capable of dialing the telephone number of the second communication terminal to establish a communications link between said first and second terminals;

the second memory location is capable of storing the telephone number of the second communication terminal;

the first and second communication terminals are capable of entering a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

the display of the first communication terminal displays the telephone numbers of the first and second communication terminals at the same time as the display of the second communication terminal displays the telephone numbers of the first and second communication terminals; and

~~The apparatus of claim 65, wherein the first and second communication terminals determine, based on which player placed the first telephone call, are capable of determining, based on which~~

player dials a telephone number to establish the communications link, whether the first player or the second player is authorized to send a first game move instruction.

67. (Previously Presented): The apparatus of claim 66, wherein at least one of the first and second communication terminals comprises an input capable of receiving a direction causing the apparatus to change which player is authorized to send the first game move instruction.